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**XBOX**



# FATAL FRAME II

CRIMSON BUTTERFLY



DIRECTOR'S CUT



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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching videogames.

These seizures may have a variety of symptoms, including light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

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The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Thank you for purchasing Fatal Frame 2 software for Microsoft's Xbox® Video Game System. In order to get the complete experience of the game, please read this game manual thoroughly before playing.

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## THE GAME SETTING

The vanished village, "All God's Village."

This village is said to have once stood in the forest, deep in the mountains. This forest is now due to be lost with the creation of a new dam.

The story goes, that on the eve of a special festival, the village suddenly vanished, leaving the forest wreathed in thick fog.

Many also say that if you should happen to get lost in this forest, you will be spirited away to this lost village.

The village where the crimson butterflies dance.  
The village held forever in the grip of a never-ending night.

## PROLOGUE

Mio and Mayu, twin sisters, are visiting their childhood home. This spot, a secret hideaway for the pair, is due to be swallowed by a lake come the end of the summer.

Lost in her memories, Mio finally raises her head to find that Mayu has vanished. Looking around, Mio spots her sister following a crimson butterfly deep into the forest.

Mayu runs through the forest as though led on by the fluttering insect. As she runs, her fleeting form begins to be overlaid with that of a woman dressed in white.

Chasing after her sister, Mio suddenly finds herself alone on a foggy mountain road.

Carried on the wind, a sad song floats to her ears. Then, she starts to see lights through the gaps in the trees.

As though accepting their unspoken invitation, Mio follows the rows of festival lights.

However, when the dense forest opens into a clearing, it is Mayu who is standing there, alone, surrounded by countless crimson butterflies.

"...Mayu?"

Responding to Mio's call, Mayu slowly turns.  
The crimson butterflies dance away, as one.

"The Lost... Village..."

Spreading there before the twins, crouching in fog and darkness, lays a mysterious village...

# CONTROLS

You can choose from a number of button configurations. See page 17 for more information. The following description is based upon the default settings configurations.

## Field Mode

In this mode, Mio (the player) is displayed on the screen, and you have direct control of her actions.



## FPS Mode



## Viewfinder Mode

In this mode, you look through the camera and can take pictures of scenery or ghosts. You can only use the Viewfinder Mode after you have found the camera.





## FPS Mode



## HOW TO START THE GAME

After correctly loading the game into the Xbox® Video Game System, the title screen will appear.

Pressing either the START button or  button on the title screen will display the title screen menu. Use the Left thumbstick to highlight a selection and press the  button to confirm it.



### New Game

Start a new game from the beginning. Select this option when playing the game for the first time.

-> See p07 for more information

### Load Game

Load and continue a previously saved game.


-> See p19 for more information

### Options

Alter various game options, including controller configuration and screen and sound settings.

-> See p17 for more information

### NEW GAME

Select "New Game" in the title screen menu. Use the left thumbstick (directional pad) to select a game mode you wish to play (Original Mode or FPS Mode). Then, select an optional difficulty setting. The opening movie will start once you push the  button.

You can select your favorite control configuration from "Options" before starting the game. See page 17 for more information.



### CONTINUING A PREVIOUS GAME

Selecting "Load Game" from the title screen menu will allow you to restart from a previously saved position.

For more details on handling game data, see p.18



\* You will need 2645 blocks of free space on the Xbox hard disk to save game data.

## GAME BASICS

The goal of the game is to take control of the main character, Mio, and along with her sister Mayu, escape from the vanished village. Pick up the Camera Obscura, which has the power to photograph ghosts, and solve the mystery of this forbidden village.

### EXPLORING THE VILLAGE

In order to escape from the village, you must search for clues that will help you solve its dark riddle. Pressing the A button inside houses or in various places in the village will allow you to search that location.



You may also find hidden items!

### Using the Camera

There are some things you can only see through the camera's viewfinder or in a photo. Sometimes, even if the filament is not responding, there is still something to find. Be aware of the sounds around you and the vibrations in your hands, and take photos until you are satisfied that you have missed nothing. See page 11 for more information



Since Type-14 films and above have a limited number of uses, use the unlimited Type-07 film when searching an area.

\*When the filament is reacting, or when you hear some kind of noise, be sure to use the camera and take lots of pictures. There are many things that cannot be found just by searching.

## GHOSTS

### Fighting Ghosts

Some types of ghosts will attack you, others will not. The filament will react by turning red if a violent ghost draws near. You must then use the camera to fight the ghost. See page 24 for more information



### Messages from Ghosts

Many of the actions taken by the ghosts who wander the village contain some kind of meaning. Investigate the houses or roads to which they lead. What's more, the words that they speak or the files lying around contain many useful messages. If you lend your ears to these messages, you may well gather more clues on the best way to proceed.



Not all ghosts will attack you, and some will even give hints on how to proceed.

## MAYU

### Mayu's Actions

At most times, Mayu will follow Mio (the player) around. However, she may stop if something catches her attention, or call to Mio to come and look. At these times, there is likely to be a hint located close to Mayu's position.



### Mayu and Death

Mayu cannot fight off a ghost's attack on her own. If she is attacked for too long then she will die, so be sure to use the camera to save her from ghost attacks.



## GAME OVER

If Mio (the player) runs out of health, or if Mayu is attacked by ghosts for an extended period of time and dies, the game is over.

## THE GAME SCREEN

Advance through the game, changing between Field Mode and Viewfinder Mode as circumstances dictate. Viewing the map or using items during the game takes place on the Menu Screen.

### FIELD MODE

During this mode, you control Mio directly and explore the village and its houses.



#### Filament

A camera function that responds by glowing in the location and proximity of ghosts and hints. The color of the glow will tell you what it is responding to.

**Red** - A violent ghost is in front of you.

**Blue** - A non-violent ghost or a hint is in front of you.

\* The filament will only be displayed after you have picked up the camera.

#### Health Meter

Displays Mio's remaining health. If the blue bar runs out, the game is over.

\* Although not normally displayed, this bar appears if you are attacked by a ghost or when your remaining health is low.

### VIEWFINDER MODE

Look through the camera and take pictures of the ghosts and scenery. Pressing the **Ⓢ** button during Field Mode will take you to Viewfinder Mode.

**Capture Circle**  
This circle displays the area that will be captured in a photo. If the ghost or hint that you wish to take a photo of is not within this circle, it will not appear clearly, or sometimes at all, in a photo. The capture circle will turn blue if a non-violent ghost or hint is within it, and red if a violent ghost is within it.

**HP Gauge**  
The HP (hit points) of enemy ghosts.

**Filament**  
Responds by glowing in the location and proximity of ghosts and hints. Red - A violent ghost is in front of you. Blue - A non-violent ghost or a hint is in front of you.

**Film Type / No. Remaining**  
The type of film you are currently using, and the number of shots remaining. You can change film on the Camera Screen. See page 14 for more information.

**Lock Circle**  
Indicates the location of the center of a ghost. This is displayed if a ghost or hint is within the capture circle. Use it as a guide when taking your pictures.



**Spirit Power Stock Meter**  
Displays your spirit power, required to use Power-Up Lenses. Increases each time you are attacked by a ghost, and when it fills up your stocked spirit power increases by one.


**Power-Up Lens**  
The currently equipped Power-Up Lens will be lit when it can be used. Power-Up Lenses can be equipped or changed on the camera screen. See page 14 for more information.

**Stocked Spirit Power**  
Current number of stocked spirit powers. The number of blue spheres is the number of stocks you have. Using a Power-Up Lens requires spirit power.

**Spirit Wave Gauge**  
Displays the damage that will be caused to an enemy during battle. The higher this gauge, the higher the damage caused. See page 24 for more information.

**Health Meter**  
Displays Mio's remaining health. If the blue bar runs out, the game is over.

## MENU SCREEN

Pressing the  button during field mode will open the menu screen. Entering the menu screen, the main menu will be displayed. Your current play data will be displayed. You can then select the sub-screen you want to view from this main menu.



### Menu Screen Controls

Left thumbstick / directional pad

 button

 button

Highlight selection

Confirm

Cancel / back to previous screen

## MAP

View a map of the rooms and areas you have visited so far. The map also displays Mio's current position, the location of save points, the status of doors and other information. Although the map for your current location will appear first, you can also switch to the maps of other locations.

\* You can enter the Map Screen not just from the main menu, but also by pressing the BACK button during Field Mode.

### Map Screen Controls

Left thumbstick / directional pad

 button

 button

Left / Right trigger

BLACK / WHITE buttons

Scroll the map

Zoom in / out on map

Back to previous screen

Change the floor being displayed

Change the map

## MAP DETAILS

### Current Location and Floor

The name of the room under the cursor (in the center of the screen) is displayed.

### Room

The room currently under the cursor will light up.

### Snapshot

A photo of the room under the cursor.

### Light

The player's current facing and position.

### Blue Door

Location of doors.

### Butterfly

A save point.


### Red Door

A door on which a ghost's seal has been broken. Once the player passes through this door, the red mark will disappear.

### Red X


Doors sealed by ghosts.

## ITEMS

View the items that Mio is currently carrying. Select the item you wish to use with the Left thumbstick (directional pad) and press the  button to use it.

Selecting a film will load it into the camera.



You can only use normal items, such as those for healing, on this screen. Special items, such as keys, can be used automatically in the correct location by pressing the  button.

## CAMERA

On this screen you can power up your camera, attach parts to give it new functions, and load film.

\* You can only view this screen after you have obtained the camera.



## FUNCTION UPGRADES

Check the current power up status of your camera, and the currently equipped Power-Up Lens. Press the **A** button to go to the power up screen.



### Basic Functions

Increase the strength of the camera's basic functions.

### Power-Up Lens

You will obtain these special lenses as you progress through the game. There are numerous types, and each will affect ghosts in a different way. You must employ stocked spirit power in order to use them.

### Levels

The basic camera functions and Power-Up Lenses all start at level 0, and can be raised to a maximum of level 3.

**Equip:** Select a Power-Up Lens to equip.

If you find a certain part during the game, you will be able to equip up to 3 lenses at once.

**Add Spirit Orb:** Use of the Spirit Orb increase the level to which the camera's basic functions and Power-Up Lenses can be raised to. You cannot select this option if you do not currently have a Spirit Orb. They must be collected during the game.

**Power-Up Functions:** Use the points obtained when you photograph ghosts to raise the level of the camera's basic functions or of a Power-Up Lens. However, you can only raise the level as high as the number of Spirit Orbs you have used on the camera. Also, you must have obtained enough points to pay for the power-up.

\*See p23 "Functions to Power-Up" for more details.

## FILMS

The currently equipped film is displayed. Use left and right on the Left thumbstick (directional pad) to change the equipped film.

## ADDITIONAL FUNCTIONS

The Additional Function Parts currently in your position will be displayed here. You only have to pick these parts up and their functions are added to the camera. Use left and right on the Left thumbstick (directional pad) to move the cursor and read the description of each part.



## EQUIP FUNCTIONS

The Equip Function Parts currently in your possession will be displayed here. These parts must be equipped in order to add their functions to the camera. You can also remove currently equipped parts. Use left and right on the Left thumbstick (directional pad) to move the cursor, and press the **A** button to equip the selected part. Pressing the **A** button when selecting a part that is already equipped (its name will be glowing) will remove that part.



## PHOTOS

Here you can view and keep or discard the photos you have taken during the game. 100 photos are saved, after which they will be deleted in order of age as new photos are taken. Selecting a photo and pressing the **A** button will open the following menu.



**Replace:** Select to replace a photograph with another.

**Protect:** Select to protect a photograph. Protected photographs are indicated with a white frame and will not be deleted. Up to 99 photographs can be protected.

**Delete:** Select to delete a photograph.

**Page delete:** Select to delete all the photographs on a page.

**Order:** Select to rearrange the photographs by their attributes (Protect/Date/Score/Object).

### !! Warning !! Saving Photos

Having taken a photo does not mean that it is saved. If you then stop playing the game, all photos you have taken will be lost.

## FILES

Here you can look at the messages, photos and maps that you have collected during the game. This information will often provide vital hints as to how to continue, so if you get stuck, check here for clues.

Files that you have not yet looked at are marked in red.

**Notebook:** View the messages you have come across during the game.

**Scraps:** View the newspaper clippings and other scraps you have collected during the game.

**Old Books:** View the old books you have collected during the game.

**Photos:** View the photos that you have collected and the mysterious photos that you have taken during the game.

**Maps:** View the maps you have collected during the game.

## MEMO

Here, Mio will automatically make notes of important information learned during the course of the game. These memos may well offer some vital clues to better understanding the world into which you have been thrown. Check back here every now and then. Some new information may have been added.

## RADIO

You can find spirit stones, or get them by defeating ghosts.

\* Selecting the charm stone that Mayu always carries will allow the radio to relay Mayu's voice. This voice will undergo certain changes depending upon Mayu's circumstances...



## OPTIONS SCREEN

Selecting "Options" from the title screen menu will bring you onto the Options Screen. Here you can alter various game options, including the controller setup and screen and sound settings. The changed settings will be saved when you save the game, and then remain in effect when you next restart the game.

**Control Options:** Change the controller set up.

**Movement** - Select Mio's movement type, from 2D (subjective) or 3D (objective). Default : 3D

**Look** - Decide how up / down will be handled during Viewfinder Mode.

**Left / Right thumbstick** - Switch the roles of the thumbsticks in Viewfinder Mode.

**Button Configuration** - Select the configuration of buttons. Default : Type A.

**Vibration:** Turn vibration ON or OFF. Default : ON

**Brightness:** Adjust the brightness of the screen.

**Subtitles:** Turn subtitles ON or OFF during the game. Default: ON

**Sound:** Select speaker or headphone. Default: Speaker

**Volume:** Alter the volume of the sound during the game.

\* Press the  button and then select "Exit" on the options screen when you want to reset the current settings to the default.

\* Select "Exit" to reflect the changes you have made on the options screen.



## LOAD AND SAVE

Here you can save your game and photo data.

### SAVE SCREEN

Pressing the **A** button in front of a red lantern (save point) during the game will take you to the Save Screen.



### SAVE

Save the game in progress. Use left thumbstick (directional pad) to select a file you wish to save, then press the **A** button to save. Press the **B** button to cancel saving data and return to the field mode. You can save up to 8 locations.

\* You will need 2645 blocks of free space on the Xbox hard disk to save game data.



### LOADING GAME DATA

Selecting the "Load Game" option from the title screen menu will take you to the load screen. Use the left thumbstick (directional pad) to select a file you wish to continue, and press the **A** button to confirm.



### SAVE DATA INFORMATION

#### File No.

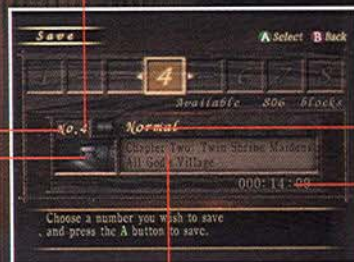
The save data's file number.

#### Clear No.

The number of times the game has been cleared on that file.

#### Difficulty

The difficulty level.



#### Snapshot

A photo of the location in which the game was saved.

#### Chapter/Location

The chapter and the name of the location at which the game was saved.

#### Play Time

The length of time for which that file has been played.

## CHARACTERS AND ITEMS

An introduction of the characters and items that appear during the game.

### CHARACTER INTRODUCTIONS

#### Mio Amakura

The main character

The younger of the twins. She has a bright and outgoing personality. Her desire to always protect Mayu comes from the responsibility she feels for an accident that injured Mayu when they were children. By taking her hand, she can sometimes see the "unbelievable" scenery that her sister sees, but overall she is not as sensitive to the paranormal as Mayu.

#### Mayu Amakura

Mio's sister

Gentle, withdrawn and thoughtful. Physically quite weak, and relies heavily on her sister Mio. Mayu fell from a mountain path when playing with Mio as a child, leaving her legs weak. Due to this, she rarely runs. Although she is very sensitive to the paranormal, she has little resistance to it, and is often used by ghosts as a medium.

#### Itsuki Tachibana

A boy with white hair whom Mio meets in the village. He is a prisoner and gives advice to Mio through a small window in his cell.

#### Seiji Makabe

An expert in folklore, he comes to the vanished village in order to research its mysterious customs. Using a strange photographic device, he wants to record the village and its customs.

### ITEMS

Items are in plain sight and also hidden in many places. Search cupboards, desks, and anywhere that looks suspicious.

#### Camera Obscura

An old camera that you will find during the game. It has the power to display the "impossible" and capture the lingering thoughts of ghosts or seal them away. As well as being used to fight ghosts, it will also help you find hints to aid your progress.



#### Type - 07 Film

An old film, its surface is weakened and it has low effectiveness against ghosts. However, it will never run out, no matter how much you use it.



#### Type - 14 Film

A slightly more effective film than the Type 07. Has a limit on the number of times it can be used.



#### Herbal Medicine

Old pills. Using them will recover a little health.



#### Sacred Water

Purifying water. Using it will restore your health to the maximum.



#### Stone Mirror

This stone gives off a strange light. If you should die while holding it, it will save your life only once.



#### Spirit Stone Radio

A radio that can hear the voices of various ghosts.



## PLAYING ADVICE

Here is some helpful advice for those who are a little stuck, or who want to understand the game better.

### POWERING-UP

Using Spirit Orbs and points on the camera will power it up. Take a look at the power-up items you will find during the game, and the camera functions that can be powered-up.

#### ITEMS REQUIRED TO POWER-UP

##### Spirit Orbs

Using a Spirit Orb, which you will come across during the game, will raise the maximum potential level of the camera.

\* Even if you have enough points, you cannot raise a level without having first used the corresponding number of Spirit Orbs.

##### Points

Points are earned by photographing ghosts. The better your photograph, the more points you will receive.



The better the picture of a ghost, the more points you will earn.

#### FUNCTIONS TO POWER UP

##### Basic Functions

Improve the basic functions of the camera. A fixed amount of points is required to upgrade each level.

**Range:** Increases the size of the camera's capture circle.

**Accumulation:** Increases the number of stocked spirit power you can have, and thus the maximum number of uses of Power-Up Lenses.

**Sensitivity:** Increases the camera's sensitivity to ghosts (= damage), as well as increasing its range.



##### Power-Up Lenses

You will obtain these special Lenses as the game progresses. There are various types, and by equipping and then using them they will affect ghosts in various ways. However, they require stocked spirit power in order to be used. The amount of spirit power required depends on the type of Lens. Power-Up Lenses, just like the camera's basic functions, require Spirit Orbs and points to be powered up.



**Slow:** Photographing a ghost with this lens equipped will reduce its speed for a short time.

**Carve:** Allows you to take a power photo that will push a ghost away. Using this lens in conjunction with a shutter chance will cause even more damage.

Power-Up Lenses allow you to slow a ghost down, or to cause massive damage.

##### Additional Functions

The function of these items is added to the camera just by picking them up. The effect of each is represented by a single Kanji (Japanese) character.

**Indicator** - The flashing of a red lamp will alert you to a Fatal Frame, that vital instant hidden within a shutter chance.

##### Equipped Functions

The functions of these items can be added to the camera by equipping them. The effect of each is represented by a single letter. You can remove them again after equipping them.

**Measure** - With this equipped, you will be able to see the health points of ghosts.

## STRATEGIES FOR FIGHTING GHOSTS

The following is an explanation of fighting ghosts. First, take a look at the basics of camera combat.

### FUNDAMENTAL FIGHTING

#### 1 Find a Ghost

The filament will react strongest if a ghost is in front of Mio. Use the reaction of the filament to locate ghosts. You will also hear any noises made by a ghost coming from the direction in which they are in, so you can also use sound to locate a ghost.



Filament

A red filament means that a ghost is near!

#### 2 Observe

When you find a ghost, first watch its movements carefully, looking for the moment in which the Ghost Wave Gauge is highest.



Ghost Wave Gauge

#### 3 Aim for a Shutter Chance

A shutter chance is when the Ghost Wave Gauge turns red. Taking a photo now will have the added effect of pushing the ghost back.



When the Ghost Wave Gauge turns red, shutter chance!

#### 4 Take Photo

Then, you just need to take a photo! A clean, well timed photo will damage the ghost.



### ADVANCED STRATEGY

#### 5 Lower the Camera and Run

If a ghost gets close to you while you are still in Viewfinder Mode, you will quickly be overwhelmed. When a ghost gets too close, the controller will vibrate strongly. Look for an opening, lower the camera, and quickly put some distance between you and the ghost. This will help you to avoid taking damage.



#### 6 Use Power-Up Lenses

Use the various features of the Power-Up Lenses to good use.

Slow [effective with ghosts having the following qualities]

- Ghosts with tricky movement patterns, or that move quickly.
- Ghosts on which you just can't seem to get a shutter chance.

[Effect] Slows down the ghost's movements and makes it easier to keep them in the viewfinder. Also, lengthens the ghost's shutter chance time by the same amount that they have been slowed, making a shutter chance easier to snap.



Blast [Use in the following circumstances]

- When surrounded by numerous ghosts.
- Against powerful enemies with high HP.

[Effect] With the ability to knock back ghosts, Blast can help create an escape route if you are surrounded. Also, if used in conjunction with a shutter chance you can cause even more damage. This is great for dealing quickly with an enemy that has high HP.

#### 7 Aim for the Fatal Frame

During shutter chance, the red lamp will sometimes come on. This instance is known as the Fatal Frame. The timing of the Fatal Frame is different for each ghost. For some, it only comes after they have missed an attack. If you take a photo during this instance, the ghost will be severely knocked back and you will receive a large number of points. Also, as they are being hit backwards, you may get a chance at another Fatal Frame! A certain Power-Up Lens will make this instance easier to spot...



Flashing lamp

#### 8 When Grabbed by a Ghost

If a ghost gets hold of you, wriggle the left thumbstick as fast as you can. This will shake the ghost off faster, and reduce the damage that you receive.

## INTO THE DEPTH OF DARKNESS

Various elements will be unlocked if certain conditions are fulfilled while playing the game.

### ADDITIONAL FEATURE

You can purchase various things with the points you've earned during the game. The lineup of things will increase as certain conditions are fulfilled.



### SURVIVAL MODE

This is the mode to explore All God's Village which is different from the one in Story Mode.



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**VOICEOVER PRODUCTION**  
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#### 90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Disc shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Tecmo will repair or replace the disc, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective disc to the retailer.
2. Notify Tecmo of the problem requiring warranty service by calling (310)944-5005  
Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective disc, and return your disc freight prepaid, at your risk of damage or loss, together with your sales slip or similar proof-of-purchase within this 90-day warranty period to:

Tecmo, Inc.  
PMB#5553 21213-B Hawthorne Blvd.  
Torrance, CA 90503

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